

Metaverse Market by Component (Hardware (AR Devices, VR Devices, MR Devices), Software, Professional Services), Vertical (Consumer, Commercial, Industrial Manufacturing), & Region(North America, APAC, Europe,MEA, Latin America) - Global Forecast to 2030

Market Report | 2023-10-06 | 350 pages | MarketsandMarkets

AVAILABLE LICENSES:

- Single User \$4950.00
- Multi User \$6650.00
- Corporate License \$8150.00
- Enterprise Site License \$10000.00

Report description:

The global metaverse market is expected to grow from 83.9 Billion in 2023 to USD 1,303.4 Billion by 2030 at a Compound Annual Growth Rate (CAGR) of 48.0% during the forecast period. The video game industry has played a significant role in developing the metaverse, as many online games and platforms offer immersive virtual worlds with user-generated content and economies. The metaverse has applications beyond entertainment, including education and collaboration. Virtual classrooms, conferences, and workspaces are becoming more prevalent.

"VR Devices segment to have largest market size during the forecast period."

VR devices provide an environment with realistic images and sounds. Enterprises and consumers use VR devices for gaming, entertainment, and training applications in the enterprises and healthcare industries. This section explains different types of VR devices, including HMDs, projectors and display walls, and gesture-tracking devices, in detail. Some examples are Meta Quest 2, HTC Vive Cosmos, Oculus Rift S, HTC Vive Pro, and Varjo VR-3.

Use cases:

- ☐ Gaming and Entertainment: VR is well-known for its immersive gaming experiences, where users are fully engaged in virtual worlds, interact with objects, and participate in realistic gameplay.
- ☐ Training and Simulation: Businesses use VR for training simulations in aviation, medicine, military, and industrial sectors. Trainees can practice in safe and controlled virtual environments.
- ☐ Education and Learning: VR provides interactive educational experiences, from virtual field trips to complex scientific simulations, enhancing engagement and understanding.

Scotts International. EU Vat number: PL 6772247784

tel. 0048 603 394 346 e-mail: support@scotts-international.com

www.scotts-international.com

"Consumer vertical to hold the largest market size during the forecast period."

The consumer segment comprises gaming, social media, sports, live entertainment, concerts, and other events. Various entertainment applications include museums (archeology), theme parks, art galleries, and exhibitions. Metaverse and the extended reality technology offer remarkable visual effects when used in gaming and sports broadcasts. The gaming sector has been an early adopter of new 3D, VR, and MR technologies. These technologies can enhance players' gaming experience by creating virtual objects and characters linked to defined locations in the real world. Players can easily interact with digital objects in the real world.

Metaverse is a concept that has gained significant attention and traction in recent years, especially in the consumer technology space. Here are some ways the metaverse is impacting consumers:

- ☐AR and VR: Consumer adoption of VR and AR technologies is vital to the metaverse concept. VR headsets, like Oculus Rift and HTC Vive, and AR applications like Pokemon GO provide users with immersive experiences. These technologies can be used for gaming, social interactions, and even education, bridging the metaverse.

- ☐Gaming and Entertainment: The gaming industry is at the forefront of metaverse development. Games like Fortnite, Roblox, and Minecraft are evolving into metaverse-like experiences where users can socialize, build, and engage in various activities within a shared virtual space. Users purchase virtual goods and assets; some even earn a living through in-game actions.

- ☐Social Interaction: Social media platforms and communication tools are integrating metaverse elements. Facebook, for instance, rebranded itself as Meta, emphasizing its commitment to building the metaverse; this suggests that future social interactions may increasingly occur in virtual spaces, with avatars and digital environments.

"Metaverse market in Asia Pacific to grow at the highest CAGR during the forecast period."

The metaverse market in the Asia Pacific will experience extensive growth opportunities due to high consumer spending, internet penetration, and the rising adoption of advanced technologies, such as XR, AI, and cloud. The presence of many display panel manufacturers in the region has increased demand for the latest display technologies, such as 3D and holographic displays. Consumer electronics, retail, banking, financial services, and insurance (BFSI), healthcare, transportation, and sports and entertainment industries would contribute substantially to the market growth in the region. These industries offer significant growth potential for the market due to the increasing awareness among consumers and the rising adoption of new technologies in various sectors, especially in China, India, and South Korea. The expanding number of players in the region will drive the growth of the metaverse market in Asia Pacific. The thriving commercial and consumer demands are a key factor driving the development of the metaverse market in the region, as these markets are witnessing increased investments in countries such as Japan and China. The use of metaverse has increased in commercial and consumer markets in Asia Pacific owing to the region's easy availability of metaverse technology. The low-priced VR headsets are readily available in countries of Asia Pacific; this, in turn, helps the market in the region to grow at a high pace.

Further, our team conducted in-depth interviews with the Chief Executive Officers (CEOs), Chief Marketing Officers (CMO), Chief Operating Officers (COOs), Chief Technology Officers (CTOs), Vice Presidents (VPs), Managing Directors (MDs), domain heads, technology and innovation directors, and related key executives from various prominent companies and organizations operating in the Metaverse market.

- ☐By Company - Tier 1-29%, Tier 2-45%, and Tier 3-26%

- ☐By Designation - C-Level Executives-30%, Director Level-25%, and Others-45%

- ☐By Region - North America-40%, Europe-30%, Asia Pacific-25%, RoW - 5%

The key players in the metaverse market are Microsoft (US), Sony (Japan), Meta (US), HTC (Taiwan), Google (US), Apple (US), Qualcomm (US), Samsung (South Korea), Activision Blizzard (US), NetEase (China), Electronic Arts (US), Take-Two (US), Tencent (China), Nexon (Japan), Epic Games (US), Unity (US), Valve (US), Accenture (Ireland), Adobe (US), HPE (US), Deloitte (UK), Tech Mahindra (India), Ansys (US), Autodesk (US), Intel (US), ByteDance (China), NVIDIA (US), Epson (Japan), Panasonic (Japan), EON Reality (US), Roblox (US), Lenovo (China), Razer (US), Nextech AR Solutions (Canada), ZQGame (China), Talecraft (US), VR Chat (US), Decentraland (US), Sandbox VR (US), and Quidient (US). The study includes an in-depth competitive analysis of these key players in the Metaverse market with their company profiles, recent developments, and key market strategies.

Research Coverage

The research study covered inputs, insights, trends, and happenings from secondary sources, primary sources, stakeholders'

Scotts International. EU Vat number: PL 6772247784

tel. 0048 603 394 346 e-mail: support@scotts-international.com

www.scotts-international.com

interviews, and surveys. Secondary sources include information from databases and repositories such as D&B Hoovers, Bloomberg, Factiva, and CoinDesk. We fetched primary data from supply-side industry experts who hold the chair of Chief Executive Officer (CEO), Chief Technological Officer (CTO), Chief Operating Officer (COO), Vice-President (VP) of IT, and Managing Director (MD), among others. A few of our critical primary respondents are Accenture, Cisco, and HCLTech, among others. We also reached out to a few startups during our primary interviews. Additionally, we have taken information and statistical and historical data from a few government associations, public sources, webinar and seminar transcripts, journals, conferences, and events.

Reasons to buy this report:

The report will help the market leaders/new entrants with information on the closest approximations of the revenue numbers for the overall metaverse market and the subsegments. This report will help stakeholders understand the competitive landscape and gain more insights to position their businesses better and plan suitable go-to-market strategies. The report also helps stakeholders understand the market pulse and provides information on key market drivers, restraints, challenges, and opportunities. The report incorporates a critical section comprising the company profiles in the market, in which it has exhaustively evaluated the vendors in terms of product portfolio offerings and business strategies followed; this will give a holistic view of the current standing of the key players in the market and the ongoing developments encompassing partnerships, agreements, collaborations, mergers and acquisitions, joint ventures, new product or service launches, and business expansions. This evaluation will help the buyers understand how the major vendors are achieving service differentiation, and buyers can understand the need gap analysis for the existing services and new services needed to cater to these newly developed solutions for this market. The report can help the buyers understand significant benefits as well as driving factors that are becoming key growth drivers of the development of buyers in these services.

The report provides insights on the following pointers.

- Analysis of key drivers (increasing demand in the entertainment and gaming industry, virtualization in fashion, art, and retail sectors), restraints (high installation and maintenance costs of high-end metaverse components), opportunities (continuous development in 5G technology), and challenges (health and mental issues from excessive use) influencing the growth of the metaverse market
- Product Development/Innovation: Detailed insights on upcoming technologies, research & development activities, and new product & service launches in the metaverse market
- Market Development: Comprehensive information about lucrative markets - the report analyses the metaverse market across varied regions.
- Market Diversification: Exhaustive information about new products & services, untapped geographies, recent developments, and investments in the metaverse market

Competitive Assessment: In-depth assessment of market shares, growth strategies, and service offerings of leading players, like include Microsoft (US), Sony (Japan), Meta (US), HTC (Taiwan), Google (US), Apple (US), Qualcomm (US), Samsung (South Korea), Activision Blizzard (US), NetEase (China), Electronic Arts (US), Take-Two (US), Tencent (China), Nexon (Japan), Epic Games (US), Unity (US), Valve (US), Accenture (Ireland), Adobe (US), HPE (US), Deloitte (UK), Tech Mahindra (India), Ansys (US), Autodesk (US), Intel (US), ByteDance (China), NVIDIA (US), Epson (Japan), Panasonic (Japan), EON Reality (US), Roblox (US), Lenovo (China), Razer (US), Nextech AR Solutions (Canada), ZQGame (China), Talecraft (US), VR Chat (US), Decentraland (US), Sandbox VR (US), and Quidient (US) in the metaverse market. The report also helps stakeholders understand the competitive analysis of these market players.

Table of Contents:

- 1□INTRODUCTION□41
- 1.1□STUDY OBJECTIVES□41
- 1.2□MARKET DEFINITION□41
- 1.2.1□INCLUSIONS AND EXCLUSIONS□42
- 1.3□MARKET SCOPE□43
- 1.3.1□MARKET SEGMENTATION□43

Scotts International. EU Vat number: PL 6772247784

tel. 0048 603 394 346 e-mail: support@scotts-international.com

www.scotts-international.com

1.3.2	REGIONS COVERED	44
1.4	YEARS CONSIDERED	44
1.5	CURRENCY CONSIDERED	45
TABLE 1	USD EXCHANGE RATES, 2018-2022	45
1.6	STAKEHOLDERS	45
1.7	SUMMARY OF CHANGES	46
2	RESEARCH METHODOLOGY	47
2.1	RESEARCH DATA	47
FIGURE 1	METaverse MARKET: RESEARCH DESIGN	48
2.1.1	SECONDARY DATA	48
TABLE 2	LIST OF KEY SECONDARY SOURCES	49
2.1.2	PRIMARY DATA	49
2.1.2.1	Breakup of primary profiles	50
2.1.2.2	Key industry insights	50
2.2	MARKET FORECAST: FACTOR IMPACT ANALYSIS	51
TABLE 3	FACTOR ANALYSIS	51
2.3	MARKET SIZE ESTIMATION	52
FIGURE 2	METaverse MARKET: TOP-DOWN AND BOTTOM-UP APPROACHES	52
2.3.1	TOP-DOWN APPROACH	53
FIGURE 3	MARKET SIZE ESTIMATION METHODOLOGY: TOP-DOWN APPROACH	53
2.3.2	BOTTOM-UP APPROACH	53
FIGURE 4	MARKET SIZE ESTIMATION METHODOLOGY: BOTTOM-UP APPROACH	54
FIGURE 5	METaverse MARKET: RESEARCH FLOW	54
2.3.3	MARKET ESTIMATION APPROACHES	54
2.3.3.1	Supply-side approach	54
FIGURE 6	MARKET SIZE ESTIMATION METHODOLOGY: SUPPLY-SIDE ANALYSIS	55
FIGURE 7	SUPPLY-SIDE MARKET SIZE ESTIMATION: REVENUE OF VENDORS OFFERING METaverse HARDWARE, SOFTWARE, AND SERVICES	55
FIGURE 8	MARKET PROJECTIONS FROM SUPPLY SIDE	56
2.3.3.2	Demand-side approach	56
FIGURE 9	DEMAND-SIDE APPROACH: REVENUE GENERATED FROM DIFFERENT VERTICALS	56
FIGURE 10	MARKET PROJECTIONS FROM DEMAND-SIDE	57
2.4	DATA TRIANGULATION	57
FIGURE 11	METaverse MARKET: DATA TRIANGULATION	57
2.5	RECESSION IMPACT AND RESEARCH ASSUMPTIONS	58
2.5.1	RECESSION IMPACT	58
2.5.2	RESEARCH ASSUMPTIONS	59
2.6	LIMITATIONS AND RISK ASSESSMENT	60
3	EXECUTIVE SUMMARY	61
TABLE 4	METaverse MARKET SIZE AND GROWTH, 2018-2022 (USD MILLION, Y-O-Y)	62
TABLE 5	METaverse MARKET SIZE AND GROWTH, 2023-2030 (USD MILLION, Y-O-Y)	62
FIGURE 12	GLOBAL METaverse MARKET TO WITNESS SIGNIFICANT GROWTH	62
3.1	OVERVIEW OF IMPACT OF RECESSION ON METaverse MARKET	63
3.1.1	PRE-RECESSION SCENARIO	63
3.1.2	POST-RECESSION SCENARIO	63
FIGURE 13	NORTH AMERICA TO ACCOUNT FOR LARGEST SHARE IN 2023	64
FIGURE 14	FASTEST-GROWING SEGMENTS OF METaverse MARKET	65

4 PREMIUM INSIGHTS 67

4.1 ATTRACTIVE MARKET OPPORTUNITIES IN METAVERSE MARKET 67

FIGURE 15 XR-BASED TECHNOLOGICAL TRANSFORMATIONS IN SOCIAL NETWORKING, ONLINE VIDEO GAMING, AND LIVE ENTERTAINMENT TO DRIVE METAVERSE MARKET GROWTH 67

4.2 METAVERSE MARKET, BY COMPONENT 67

FIGURE 16 METAVERSE SOFTWARE TO BE DOMINANT MARKET IN 2023 AND 2030 67

4.2.1 METAVERSE HARDWARE MARKET, BY TYPE 68

FIGURE 17 VR DEVICES TO ACCOUNT FOR LARGEST METAVERSE HARDWARE MARKET SHARE IN 2023 AND 2030 68

4.2.2 METAVERSE SOFTWARE MARKET, BY TYPE 68

FIGURE 18 EXTENDED REALITY SOFTWARE TO BE LARGEST SOFTWARE MARKET IN 2023 AND 2030 68

4.3 METAVERSE MARKET, BY VERTICAL 68

FIGURE 19 CONSUMER VERTICAL TO ACCOUNT FOR LARGEST MARKET SHARE IN 2023 AND 2030 68

4.4 METAVERSE MARKET REGIONAL SCENARIO 69

FIGURE 20 ASIA PACIFIC TO EMERGE AS BEST MARKET FOR INVESTMENTS IN NEXT SEVEN YEARS 69

5 MARKET OVERVIEW AND INDUSTRY TRENDS 70

5.1 INTRODUCTION 70

5.2 MARKET DYNAMICS 70

FIGURE 21 MARKET DYNAMICS: METAVERSE MARKET 70

5.2.1 DRIVERS 71

5.2.1.1 Increase in demand from entertainment and gaming industries 71

FIGURE 22 NUMBER OF MOBILE ACTIVE USER DEVICES WORLDWIDE FROM 2019 TO 2024 (BILLION) 71

5.2.1.2 Emerging opportunities from adjacent markets 72

TABLE 6 MARKET SIZE AND GROWTH RATES OF ADJACENT MARKETS 72

FIGURE 23 EVOLUTION OF METAVERSE 72

5.2.1.3 Virtualization in fashion, art, and retail industries 72

5.2.1.4 Surge in deployment in education sector and industrial training 73

5.2.1.5 Increase in adoption of metaverse in healthcare sector 73

5.2.1.6 Availability of affordable hardware 74

5.2.1.7 Increase in 'zoom fatigue' resulting in rise in adoption of metaverse technologies 74

5.2.2 RESTRAINTS 75

5.2.2.1 High installation and maintenance costs of high-end metaverse components 75

5.2.2.2 Regulations pertaining to cybersecurity, privacy, and usage standards 76

5.2.3 OPPORTUNITIES 76

5.2.3.1 Incorporation of metaverse and adjacent technologies in aerospace & defense sector 76

5.2.3.2 Continuous developments in 5G technology 77

FIGURE 24 5G USERS SPEND MORE TIME IN METAVERSE (HOURS/WEEK) 77

5.2.3.3 Emergence of virtual experiences in corporate and hospitality sectors 77

5.2.4 CHALLENGES 78

5.2.4.1 Local government restrictions coupled with environmental impact 78

5.2.4.2 Health and mental issues from excessive use 78

5.3 CASE STUDY ANALYSIS 79

5.3.1 REZZIL DEPLOYED RIGOROUS TRAINING ASSISTANCE FOR PROFESSIONAL ATHLETES TO PARTICIPATE IN WITHOUT PHYSICAL STRAIN 79

5.3.2 SAMSUNG CREATED VIRTUAL STORE IN NEW YORK VIA DECENTRALAND 79

5.3.3 UNITY HELPED HYUNDAI WITH META-FACTORY SETUP 80

5.3.4 H&M LAUNCHED VIRTUAL STORE, ENTERING FASHION SPACE OF METAVERSE 80

5.3.5 TANISHQ ENTERED JEWELRY RETAIL SPACE OF METAVERSE 81

Scotts International. EU Vat number: PL 6772247784

tel. 0048 603 394 346 e-mail: support@scotts-international.com

www.scotts-international.com

5.3.6	TECH MAHINDRA AIMED TO LEVERAGE METAVERSE CAPABILITIES FOR AUTOMOTIVE INDUSTRY	81
5.3.7	STANFORD ENTERED METAVERSE TO MAKE VIRTUAL INTERACTION ENGAGING	81
5.3.8	GUANAJUATO INTERNATIONAL FILM FESTIVAL WENT VIRTUAL DURING PANDEMIC	82
5.3.9	VIRTUAL 3D RETAIL CPG STORE INTRODUCED	82
5.3.10	KALEIDOSCOPE INNOVATION PLATFORMED VIRTUAL ENVIRONMENT OF CANON MEDICAL	82
5.3.11	AWS AIMED TO HELP VOLKSWAGEN GROUP SPEED UP PREPARING 3D DATA AND REMOTE RENDERING PROCESS	83
5.3.12	MICROSOFT OFFERED TIME-EFFICIENT AIRPLANE WIRING APPROACH TO BOEING	83
5.3.13	AMD USED MAP BUILDING TO ELEVATE FORTNITE GAMING EXPERIENCE	84
5.3.14	ZEPE TO CREATED SEAMLESS INTEGRATION OF VIRTUAL EXPERIENCES AND FASHION USING METAVERSE	84
5.4	SUPPLY CHAIN ANALYSIS	84
FIGURE 25	METAVERSE MARKET: SUPPLY CHAIN	86
5.5	ECOSYSTEM ANALYSIS	86
FIGURE 26	METAVERSE MARKET: ECOSYSTEM	87
TABLE 7	METAVERSE MARKET: COMPANIES AND THEIR ROLE IN ECOSYSTEM	87
5.6	TECHNOLOGICAL ANALYSIS	89
5.6.1	TECHNOLOGY STACK	89
FIGURE 27	METAVERSE MARKET: TECHNOLOGIES	89
5.6.2	INFRASTRUCTURE LEVEL	89
5.6.2.1	5G network	89
5.6.2.2	Internet of things	90
5.6.2.3	Cloud and edge computing	90
5.6.3	DESIGN AND DEVELOPMENT LEVEL	90
5.6.3.1	Blockchain	90
5.6.3.2	3D modeling and real-time rendering	91
5.6.3.3	Artificial intelligence, natural language processing, and computer vision	91
5.6.4	HUMAN INTERACTION LEVEL	91
5.6.4.1	Virtual reality	91
5.6.4.2	Augmented reality	92
5.6.4.2.1	Mobile augmented reality	92
TABLE 8	USE CASES OF MOBILEAR	92
5.6.4.2.2	Monitor-based AR technology	93
5.6.4.2.3	Near-eye-based AR technology	93
5.6.4.2.4	WebAR	94
TABLE 9	USE CASES OF WEBAR	94
5.6.4.3	Mixed reality	94
5.7	PATENT ANALYSIS	95
FIGURE 28	NUMBER OF PATENTS GRANTED, 2012-2022	95
FIGURE 29	TOP FIVE GLOBAL PATENT OWNERS	95
TABLE 10	US: TOP TEN PATENT OWNERS	95
TABLE 11	KEY PATENTS IN METAVERSE MARKET	96
5.8	PORTER'S FIVE FORCES MODEL	98
FIGURE 30	METAVERSE MARKET: PORTER'S FIVE FORCES ANALYSIS	98
TABLE 12	METAVERSE MARKET: PORTER'S FIVE FORCES ANALYSIS	98
5.8.1	THREAT FROM NEW ENTRANTS	99
5.8.2	THREAT FROM SUBSTITUTES	99
5.8.3	BARGAINING POWER OF SUPPLIERS	99
5.8.4	BARGAINING POWER OF BUYERS	100

5.8.5	INTENSITY OF COMPETITIVE RIVALRY	100
5.9	PRICING ANALYSIS	100
5.9.1	AVERAGE SELLING PRICE TREND OF KEY PLAYERS, BY HARDWARE	100
TABLE 13	AVERAGE SELLING PRICE OF METAVERSE HEADSETS OFFERED BY KEY PLAYERS	101
FIGURE 31	AVERAGE SELLING PRICE OF METAVERSE MR HEADSETS OFFERED BY KEY PLAYERS (USD)	101
5.9.2	AVERAGE SELLING PRICE TREND OF KEY PLAYERS, BY SOFTWARE	102
TABLE 14	AVERAGE SELLING PRICE TREND OF SDKS OFFERED BY KEY PLAYERS	102
TABLE 15	AVERAGE SELLING PRICE TREND OF METAVERSE SOFTWARE OFFERED BY KEY PLAYERS	103
5.9.3	AVERAGE SELLING PRICE TREND OF HARDWARE, BY REGION	104
FIGURE 32	AVERAGE SELLING PRICE TREND OF MR DEVICES, BY REGION	104
5.10	TRADE ANALYSIS	104
5.10.1	IMPORT SCENARIO	104
TABLE 16	IMPORT DATA, BY COUNTRY, 2017-2021 (USD MILLION)	105
5.10.2	EXPORT SCENARIO	105
TABLE 17	EXPORT DATA, BY COUNTRY, 2017-2021 (USD MILLION)	105
5.11	REGULATORY LANDSCAPE	106
5.11.1	REGULATORY BODIES, GOVERNMENT AGENCIES, AND OTHER ORGANIZATIONS	106
TABLE 18	NORTH AMERICA: LIST OF REGULATORY BODIES, GOVERNMENT AGENCIES, AND OTHER ORGANIZATIONS	106
TABLE 19	EUROPE: LIST OF REGULATORY BODIES, GOVERNMENT AGENCIES, AND OTHER ORGANIZATIONS	107
TABLE 20	ASIA PACIFIC: LIST OF REGULATORY BODIES, GOVERNMENT AGENCIES, AND OTHER ORGANIZATIONS	109
TABLE 21	ROW: LIST OF REGULATORY BODIES, GOVERNMENT AGENCIES, AND OTHER ORGANIZATIONS	110
5.11.2	REGULATORY IMPLICATIONS AND INDUSTRY STANDARDS	111
5.12	KEY STAKEHOLDERS AND BUYING CRITERIA	113
5.12.1	KEY STAKEHOLDERS IN BUYING PROCESS	113
FIGURE 33	INFLUENCE OF STAKEHOLDERS ON BUYING PROCESS FOR MAJOR END-USE VERTICALS	113
TABLE 22	INFLUENCE OF STAKEHOLDERS ON BUYING PROCESS FOR MAJOR END-USE VERTICALS	113
5.12.2	BUYING CRITERIA	114
FIGURE 34	KEY BUYING CRITERIA FOR MAJOR END-USE VERTICALS	114
TABLE 23	KEY BUYING CRITERIA FOR MAJOR END-USE VERTICALS	114
5.13	TRENDS/DISRUPTIONS IMPACTING BUYERS	114
FIGURE 35	METAVERSE MARKET: TRENDS/DISRUPTIONS IMPACTING BUYERS	114
5.14	METAVERSE MARKET: BUSINESS MODEL ANALYSIS	115
FIGURE 36	METAVERSE MARKET: BUSINESS MODELS	115
5.14.1	BUSINESS MODEL FOR HARDWARE VENDORS	116
5.14.2	BUSINESS MODEL FOR SOFTWARE VENDORS	116
5.14.3	BUSINESS MODEL FOR SERVICE VENDORS	116
5.14.4	REVENUE GENERATION MODELS	117
5.14.5	PARTNERSHIPS & ECOSYSTEM	117
5.15	KEY CONFERENCES AND EVENTS	117
TABLE 24	METAVERSE MARKET: DETAILED LIST OF CONFERENCES AND EVENTS, 2023-2024	117
5.16	POTENTIAL OUTLOOK OF METAVERSE INDUSTRY BEYOND 2030	119
TABLE 25	METAVERSE MARKET SCENARIO	119
TABLE 26	METAVERSE TECHNOLOGY FUTURE ROADMAP	120
FIGURE 37	NUMBER OF GAMERS IN METAVERSE, 2020-2030 (BILLION)	121
TABLE 27	IMPACT OF WEB 2.0 AND 3.0	121
6	METAVERSE MARKET, BY COMPONENT	123
6.1	INTRODUCTION	124

FIGURE 38	SOFTWARE SEGMENT TO ACCOUNT FOR LARGEST MARKET SIZE DURING FORECAST PERIOD	124
TABLE 28	METAVEVERSE MARKET, BY COMPONENT, 2018-2022 (USD MILLION)	124
TABLE 29	METAVEVERSE MARKET, BY COMPONENT, 2023-2030 (USD MILLION)	125
6.2	HARDWARE	125
6.2.1	HARDWARE INNOVATION TO BE SIGNIFICANT IN SHAPING HOW PEOPLE ENGAGE WITH VIRTUAL WORLDS AND DIGITAL CONTENT	125
6.2.2	HARDWARE: METAVEVERSE MARKET DRIVERS	126
FIGURE 39	VR DEVICES TO BE LARGEST HARDWARE MARKET FOR METAVEVERSE DURING FORECAST PERIOD	126
TABLE 30	METAVEVERSE HARDWARE MARKET, BY REGION, 2018-2022 (USD MILLION)	127
TABLE 31	METAVEVERSE HARDWARE MARKET, BY REGION, 2023-2030 (USD MILLION)	127
TABLE 32	METAVEVERSE HARDWARE MARKET, BY TYPE, 2018-2022 (USD MILLION)	127
TABLE 33	METAVEVERSE HARDWARE MARKET, BY TYPE, 2023-2030 (USD MILLION)	128
6.2.3	AR DEVICES	128
TABLE 34	AR DEVICES IN METAVEVERSE MARKET, BY REGION, 2018-2022 (USD MILLION)	129
TABLE 35	AR DEVICES IN METAVEVERSE MARKET, BY REGION, 2023-2030 (USD MILLION)	129
6.2.3.1	AR Head-Mounted Displays (HMD)	129
6.2.3.1.1	AR smart glasses	130
6.2.3.1.2	Smart helmets	130
6.2.3.2	AR Head-up Displays (HUD)	131
6.2.4	VR DEVICES	131
TABLE 36	VR DEVICES IN METAVEVERSE MARKET, BY REGION, 2018-2022 (USD MILLION)	132
TABLE 37	VR DEVICES IN METAVEVERSE MARKET, BY REGION, 2023-2030 (USD MILLION)	132
6.2.4.1	VR Head-mounted Display (HMD)	133
6.2.4.2	Gesture-tracking devices & haptics	133
6.2.4.2.1	Data gloves/haptics	134
6.2.4.2.2	Other gesture-tracking devices	134
6.2.5	MR DEVICES	134
TABLE 38	MR DEVICES IN METAVEVERSE MARKET, BY REGION, 2018-2022 (USD MILLION)	135
TABLE 39	MR DEVICES IN METAVEVERSE MARKET, BY REGION, 2023-2030 (USD MILLION)	135
6.2.6	DISPLAYS	136
TABLE 40	DISPLAYS IN METAVEVERSE MARKET, BY REGION, 2018-2022 (USD MILLION)	136
TABLE 41	DISPLAYS IN METAVEVERSE MARKET, BY REGION, 2023-2030 (USD MILLION)	136
6.2.6.1	3D displays	136
6.2.6.2	Holographic displays	136
6.2.6.3	Virtual mirrors	137
6.3	SOFTWARE	137
6.3.1	TOOLS TO DESIGN, CREATE, AND TEST AR, VR, AND MR EXPERIENCES	137
6.3.2	SOFTWARE: METAVEVERSE MARKET DRIVERS	138
FIGURE 40	EXTENDED REALITY SOFTWARE TO BE LARGEST SOFTWARE MARKET DURING FORECAST PERIOD	138
TABLE 42	METAVEVERSE SOFTWARE MARKET, BY REGION, 2018-2022 (USD MILLION)	139
TABLE 43	METAVEVERSE SOFTWARE MARKET, BY REGION, 2023-2030 (USD MILLION)	139
TABLE 44	METAVEVERSE SOFTWARE MARKET, BY TYPE, 2018-2022 (USD MILLION)	139
TABLE 45	METAVEVERSE SOFTWARE MARKET, BY TYPE, 2023-2030 (USD MILLION)	140
6.3.3	EXTENDED REALITY SOFTWARE	140
TABLE 46	EXTENDED REALITY SOFTWARE IN METAVEVERSE MARKET, BY REGION, 2018-2022 (USD MILLION)	140
TABLE 47	EXTENDED REALITY SOFTWARE IN METAVEVERSE MARKET, BY REGION, 2023-2030 (USD MILLION)	141
6.3.3.1	Software Development Kits	141

6.3.3.1.1	Case study: TendAR used ARcore SDK for behavioral data reading	141
6.3.3.2	Cloud-based Services	142
6.3.3.2.1	Case study: VR Group boosted cloud application performance and reduced costs	142
6.3.4	GAMING ENGINES	143
TABLE 48	GAMING ENGINES IN METAVERSE MARKET, BY REGION, 2018-2022 (USD MILLION)	143
TABLE 49	GAMING ENGINES IN METAVERSE MARKET, BY REGION, 2023-2030 (USD MILLION)	143
6.3.5	3D MAPPING, MODELING, AND RECONSTRUCTION	144
TABLE 50	3D MAPPING, MODELING, AND RECONSTRUCTION IN METAVERSE MARKET, BY REGION, 2018-2022 (USD MILLION)	144
TABLE 51	3D MAPPING, MODELING, AND RECONSTRUCTION IN METAVERSE MARKET, BY REGION, 2023-2030 (USD MILLION)	144
6.3.5.1	Volumetric video	144
6.3.6	METAVERSE PLATFORMS	145
TABLE 52	METAVERSE PLATFORMS MARKET, BY REGION, 2018-2022 (USD MILLION)	146
TABLE 53	METAVERSE PLATFORMS MARKET, BY REGION, 2023-2030 (USD MILLION)	146
6.3.6.1	Centralized metaverse platforms	146
6.3.6.2	Decentralized metaverse platforms	146
6.3.7	FINANCIAL PLATFORMS	147
TABLE 54	FINANCIAL PLATFORMS IN METAVERSE MARKET, BY REGION, 2018-2022 (USD MILLION)	148
TABLE 55	FINANCIAL PLATFORMS IN METAVERSE MARKET, BY REGION, 2023-2030 (USD MILLION)	148
6.3.7.1	Traditional finance in metaverse	148
6.3.7.1.1	Digital payment gateways	148
6.3.7.1.2	Central bank digital currency (CBDC)	148
6.3.7.2	Decentralized finance in metaverse	149
6.3.7.2.1	Cryptocurrency	149
6.3.7.2.2	In-game tokens	149
6.3.7.2.3	Non-fungible tokens	149
6.3.8	OTHER SOFTWARE	150
TABLE 56	OTHER METAVERSE SOFTWARE MARKET, BY REGION, 2018-2022 (USD MILLION)	150
TABLE 57	OTHER METAVERSE SOFTWARE MARKET, BY REGION, 2023-2030 (USD MILLION)	150
6.4	PROFESSIONAL SERVICES	151
6.4.1	DELIVERING VARIOUS SPECIALIZED EXPERTISE AND SOLUTIONS WITHIN VIRTUAL ENVIRONMENTS	151
6.4.2	PROFESSIONAL SERVICES: METAVERSE MARKET DRIVERS	151
FIGURE 41	STRATEGY & BUSINESS CONSULTING SERVICES TO BE LARGER PROFESSIONAL SERVICES SEGMENT DURING FORECAST PERIOD	151
TABLE 58	METAVERSE PROFESSIONAL SERVICES MARKET, BY REGION, 2018-2022 (USD MILLION)	151
TABLE 59	METAVERSE PROFESSIONAL SERVICES MARKET, BY REGION, 2023-2030 (USD MILLION)	152
TABLE 60	METAVERSE PROFESSIONAL SERVICES MARKET, BY TYPE, 2018-2022 (USD MILLION)	152
TABLE 61	METAVERSE PROFESSIONAL SERVICES MARKET, BY TYPE, 2023-2030 (USD MILLION)	152
6.4.3	APPLICATION DEVELOPMENT & SYSTEM INTEGRATION	152
TABLE 62	APPLICATION DEVELOPMENT & SYSTEM INTEGRATION IN METAVERSE MARKET, BY REGION, 2018-2022 (USD MILLION)	153
TABLE 63	APPLICATION DEVELOPMENT & SYSTEM INTEGRATION IN METAVERSE MARKET, BY REGION, 2023-2030 (USD MILLION)	153
6.4.4	STRATEGY & BUSINESS CONSULTING SERVICES	153
TABLE 64	STRATEGY & BUSINESS CONSULTING SERVICES IN METAVERSE MARKET, BY REGION, 2018-2022 (USD MILLION)	154
TABLE 65	STRATEGY & BUSINESS CONSULTING SERVICES IN METAVERSE MARKET, BY REGION, 2023-2030 (USD MILLION)	154
7	METAVERSE MARKET, BY VERTICAL	155
7.1	INTRODUCTION	156

FIGURE 42 CONSUMER VERTICAL TO BE DOMINANT DURING FORECAST PERIOD 156

TABLE 66 METAVERSE MARKET, BY VERTICAL, 2018-2022 (USD MILLION) 156

TABLE 67 METAVERSE MARKET, BY VERTICAL, 2023-2030 (USD MILLION) 157

7.2 CONSUMER 157

7.2.1 GAMERS: EARLY ADOPTERS OF METAVERSE TECHNOLOGIES WITH NEW DIMENSIONS OF GAMEPLAY, SOCIAL INTERACTION, AND EXPLORATION 157

7.2.2 CONSUMER VERTICAL: METAVERSE MARKET DRIVERS 157

TABLE 68 METAVERSE MARKET IN CONSUMER VERTICAL, BY REGION, 2018-2022 (USD MILLION) 158

TABLE 69 METAVERSE MARKET IN CONSUMER VERTICAL, BY REGION, 2023-2030 (USD MILLION) 158

TABLE 70 METAVERSE MARKET IN CONSUMER VERTICAL, BY SUBVERTICAL, 2018-2022 (USD MILLION) 158

TABLE 71 METAVERSE MARKET IN CONSUMER VERTICAL, BY SUBVERTICAL, 2023-2030 (USD MILLION) 159

7.2.3 GAMING & SOCIAL MEDIA 159

TABLE 72 METAVERSE MARKET IN GAMING & SOCIAL MEDIA, BY REGION, 2018-2022 (USD MILLION) 159

TABLE 73 METAVERSE MARKET IN GAMING & SOCIAL MEDIA, BY REGION, 2023-2030 (USD MILLION) 159

7.2.3.1 Gaming 160

7.2.3.1.1 Gaming: Metaverse use cases 160

TABLE 74 GAMING: METAVERSE USE CASES 160

7.2.3.2 Social media 161

7.2.4 LIVE ENTERTAINMENT & EVENTS 161

TABLE 75 METAVERSE MARKET IN LIVE ENTERTAINMENT & EVENTS, BY REGION, 2018-2022 (USD MILLION) 162

TABLE 76 METAVERSE MARKET IN LIVE ENTERTAINMENT & EVENTS, BY REGION, 2023-2030 (USD MILLION) 162

7.2.4.1 Sports 162

7.2.4.2 Music concerts 163

7.2.4.3 Other events & conferences 163

7.2.4.4 Live entertainment & events: Metaverse use cases 164

TABLE 77 LIVE ENTERTAINMENT & EVENTS: METAVERSE USE CASES 164

7.3 COMMERCIAL 165

7.3.1 COMMERCIAL INTERESTS INSTRUMENTAL IN ADVANCING METAVERSE'S DEVELOPMENT 165

7.3.2 COMMERCIAL VERTICAL: METAVERSE MARKET DRIVERS 165

TABLE 78 METAVERSE MARKET IN COMMERCIAL VERTICAL, BY REGION, 2018-2022 (USD MILLION) 166

TABLE 79 METAVERSE MARKET IN COMMERCIAL VERTICAL, BY REGION, 2023-2030 (USD MILLION) 166

TABLE 80 METAVERSE MARKET IN COMMERCIAL VERTICAL, BY SUBVERTICAL, 2018-2022 (USD MILLION) 166

TABLE 81 METAVERSE MARKET IN COMMERCIAL VERTICAL, BY SUBVERTICAL, 2023-2030 (USD MILLION) 167

7.3.3 RETAIL & ECOMMERCE 167

TABLE 82 METAVERSE MARKET IN RETAIL & ECOMMERCE VERTICAL, BY REGION, 2018-2022 (USD MILLION) 168

TABLE 83 METAVERSE MARKET IN RETAIL & ECOMMERCE VERTICAL, BY REGION, 2023-2030 (USD MILLION) 168

7.3.3.1 Jewelry & luxury goods 168

7.3.3.2 Beauty and cosmetics 169

7.3.3.3 Apparel fitting 169

7.3.3.4 Home furnishing 169

7.3.3.5 Virtual shopping 169

7.3.3.6 Retail & eCommerce: Metaverse use cases 170

TABLE 84 RETAIL & ECOMMERCE: METAVERSE USE CASES 170

7.3.4 EDUCATION & CORPORATE 170

TABLE 85 METAVERSE MARKET IN EDUCATION & CORPORATE VERTICAL, BY REGION, 2018-2022 (USD MILLION) 171

TABLE 86 METAVERSE MARKET IN EDUCATION & CORPORATE VERTICAL, BY REGION, 2023-2030 (USD MILLION) 171

7.3.4.1 Education & corporate: Metaverse use cases 172

Scotts International. EU Vat number: PL 6772247784

tel. 0048 603 394 346 e-mail: support@scotts-international.com

www.scotts-international.com

TABLE 87 METAVERSE EDUCATION & CORPORATE: METAVERSE USE CASES 172

7.3.5 TRAVEL & TOURISM 172

TABLE 88 METAVERSE MARKET IN TRAVEL & TOURISM VERTICAL, BY REGION, 2018-2022 (USD MILLION) 173

TABLE 89 METAVERSE MARKET IN TRAVEL & TOURISM VERTICAL, BY REGION, 2023-2030 (USD MILLION) 173

7.3.5.1 Virtual hotel tours 173

7.3.5.2 Virtual theme parks 174

7.3.5.3 Museums, zoos, and aquariums 174

7.3.5.4 Travel & tourism: Metaverse use cases 174

TABLE 90 TRAVEL & TOURISM: METAVERSE USE CASES 174

7.3.6 REAL ESTATE 175

TABLE 91 METAVERSE MARKET IN REAL ESTATE VERTICAL, BY REGION, 2018-2022 (USD MILLION) 175

TABLE 92 METAVERSE MARKET IN REAL ESTATE VERTICAL, BY REGION, 2023-2030 (USD MILLION) 175

7.3.6.1 Virtual property & real estate 176

7.3.6.2 Real estate: Metaverse use cases 176

TABLE 93 REAL ESTATE: METAVERSE USE CASES 176

7.4 INDUSTRIAL MANUFACTURING 176

7.4.1 ENGINEERS AND DESIGNERS IN VIRTUAL ENVIRONMENTS CREATE AND OPTIMIZE PRODUCT DESIGNS 176

TABLE 94 METAVERSE MARKET IN INDUSTRIAL MANUFACTURING VERTICAL, BY REGION, 2018-2022 (USD MILLION) 177

TABLE 95 METAVERSE MARKET IN INDUSTRIAL MANUFACTURING VERTICAL, BY REGION, 2023-2030 (USD MILLION) 177

7.4.2 DIGITAL FACTORY 177

7.4.3 DIGITAL TWINS 178

7.4.4 INDUSTRIAL TRAINING 178

7.4.5 INDUSTRIAL MANUFACTURING: METAVERSE USE CASES 178

TABLE 96 INDUSTRIAL MANUFACTURING: METAVERSE USE CASES 178

7.5 HEALTHCARE 179

7.5.1 INCREASE IN DEMAND FOR VIRTUAL THERAPY AND MENTAL HEALTH SERVICES WITH SAFETY AND PRIVACY ENSURED 179

TABLE 97 METAVERSE MARKET IN HEALTHCARE VERTICAL, BY REGION, 2018-2022 (USD MILLION) 180

TABLE 98 METAVERSE MARKET IN HEALTHCARE VERTICAL, BY REGION, 2023-2030 (USD MILLION) 180

7.5.2 DIAGNOSTICS & TREATMENT 180

7.5.3 AR/VR BASED TRAINING 181

7.5.4 HEALTHCARE: METAVERSE USE CASES 181

TABLE 99 HEALTHCARE: METAVERSE USE CASES 181

7.6 OTHER VERTICALS 182

TABLE 100 METAVERSE MARKET IN OTHER VERTICALS, BY REGION, 2018-2022 (USD MILLION) 182

TABLE 101 METAVERSE MARKET IN OTHER VERTICALS, BY REGION, 2023-2030 (USD MILLION) 183

7.6.1 OTHER VERTICALS: METAVERSE USE CASES 183

TABLE 102 OTHER VERTICALS: METAVERSE USE CASES 183

8 METAVERSE MARKET, BY REGION 184

8.1 INTRODUCTION 185

FIGURE 43 ASIA PACIFIC TO GROW AT HIGHEST GROWTH RATE DURING FORECAST PERIOD 185

TABLE 103 METAVERSE MARKET, BY REGION, 2018-2022 (USD MILLION) 185

TABLE 104 METAVERSE MARKET, BY REGION, 2023-2030 (USD MILLION) 186

8.2 NORTH AMERICA 186

8.2.1 NORTH AMERICA: METAVERSE MARKET DRIVERS 186

8.2.2 NORTH AMERICA: RECESSION IMPACT 187

8.2.3 NORTH AMERICA: REGULATIONS 188

TABLE 105 NORTH AMERICA: REGULATIONS 188

Scotts International. EU Vat number: PL 6772247784

tel. 0048 603 394 346 e-mail: support@scotts-international.com

www.scotts-international.com

FIGURE 44 NORTH AMERICA: MARKET SNAPSHOT 188

TABLE 106 NORTH AMERICA: METAVERSE MARKET, BY COMPONENT, 2018-2022 (USD MILLION) 189

TABLE 107 NORTH AMERICA: METAVERSE MARKET, BY COMPONENT, 2023-2030 (USD MILLION) 189

TABLE 108 NORTH AMERICA: METAVERSE HARDWARE MARKET, BY TYPE, 2018-2022 (USD MILLION) 189

TABLE 109 NORTH AMERICA: METAVERSE HARDWARE MARKET, BY TYPE, 2023-2030 (USD MILLION) 189

TABLE 110 NORTH AMERICA: METAVERSE SOFTWARE MARKET, BY TYPE, 2018-2022 (USD MILLION) 190

TABLE 111 NORTH AMERICA: METAVERSE SOFTWARE MARKET, BY TYPE, 2023-2030 (USD MILLION) 190

TABLE 112 NORTH AMERICA: METAVERSE PROFESSIONAL SERVICES MARKET, BY TYPE, 2018-2022 (USD MILLION) 190

TABLE 113 NORTH AMERICA: METAVERSE PROFESSIONAL SERVICES MARKET, BY TYPE, 2023-2030 (USD MILLION) 191

TABLE 114 NORTH AMERICA: METAVERSE MARKET, BY VERTICAL, 2018-2022 (USD MILLION) 191

TABLE 115 NORTH AMERICA: METAVERSE MARKET, BY VERTICAL, 2023-2030 (USD MILLION) 191

TABLE 116 NORTH AMERICA: METAVERSE MARKET IN CONSUMER VERTICAL, BY SUBVERTICAL, 2018-2022 (USD MILLION) 191

TABLE 117 NORTH AMERICA: METAVERSE MARKET IN CONSUMER VERTICAL, BY SUBVERTICAL, 2023-2030 (USD MILLION) 192

TABLE 118 NORTH AMERICA: METAVERSE MARKET IN COMMERCIAL VERTICAL, BY SUBVERTICAL, 2018-2022 (USD MILLION) 192

TABLE 119 NORTH AMERICA: METAVERSE MARKET IN COMMERCIAL VERTICAL, BY SUBVERTICAL, 2023-2030 (USD MILLION) 192

TABLE 120 NORTH AMERICA: METAVERSE MARKET, BY COUNTRY, 2018-2022 (USD MILLION) 192

TABLE 121 NORTH AMERICA: METAVERSE MARKET, BY COUNTRY, 2023-2030 (USD MILLION) 193

8.2.4 US 193

8.2.4.1 Home to leading technology companies focusing on VR, AR, and other metaverse-related technologies 193

TABLE 122 US: METAVERSE MARKET, BY COMPONENT, 2018-2022 (USD MILLION) 193

TABLE 123 US: METAVERSE MARKET, BY COMPONENT, 2023-2030 (USD MILLION) 194

8.2.5 CANADA 194

8.2.5.1 Investments in pioneering technologies and expansion programs 194

TABLE 124 CANADA: METAVERSE MARKET, BY COMPONENT, 2018-2022 (USD MILLION) 194

TABLE 125 CANADA: METAVERSE MARKET, BY COMPONENT, 2023-2030 (USD MILLION) 195

8.3 EUROPE 195

8.3.1 EUROPE: METAVERSE MARKET DRIVERS 196

8.3.2 EUROPE: RECESSION IMPACT 196

8.3.3 EUROPE: REGULATIONS 196

TABLE 126 EUROPE: METAVERSE MARKET, BY COMPONENT, 2018-2022 (USD MILLION) 197

TABLE 127 EUROPE: METAVERSE MARKET, BY COMPONENT, 2023-2030 (USD MILLION) 197

TABLE 128 EUROPE: METAVERSE HARDWARE MARKET, BY TYPE, 2018-2022 (USD MILLION) 197

TABLE 129 EUROPE: METAVERSE HARDWARE MARKET, BY TYPE, 2023-2030 (USD MILLION) 197

TABLE 130 EUROPE: METAVERSE SOFTWARE MARKET, BY TYPE, 2018-2022 (USD MILLION) 198

TABLE 131 EUROPE: METAVERSE SOFTWARE MARKET, BY TYPE, 2023-2030 (USD MILLION) 198

TABLE 132 EUROPE: METAVERSE PROFESSIONAL SERVICES MARKET, BY TYPE, 2018-2022 (USD MILLION) 198

TABLE 133 EUROPE: METAVERSE PROFESSIONAL SERVICES MARKET, BY TYPE, 2023-2030 (USD MILLION) 199

TABLE 134 EUROPE: METAVERSE MARKET, BY VERTICAL, 2018-2022 (USD MILLION) 199

TABLE 135 EUROPE: METAVERSE MARKET, BY VERTICAL, 2023-2030 (USD MILLION) 199

TABLE 136 EUROPE: METAVERSE MARKET IN CONSUMER VERTICAL, BY SUBVERTICAL, 2018-2022 (USD MILLION) 199

TABLE 137 EUROPE: METAVERSE MARKET IN CONSUMER VERTICAL, BY SUBVERTICAL, 2023-2030 (USD MILLION) 200

TABLE 138 EUROPE: METAVERSE MARKET IN COMMERCIAL VERTICAL, BY SUBVERTICAL, 2018-2022 (USD MILLION) 200

TABLE 139 EUROPE: METAVERSE MARKET IN COMMERCIAL VERTICAL, BY SUBVERTICAL, 2023-2030 (USD MILLION) 200

TABLE 140 EUROPE: METAVERSE MARKET, BY COUNTRY, 2018-2022 (USD MILLION) 200

TABLE 141 EUROPE: METAVERSE MARKET, BY COUNTRY, 2023-2030 (USD MILLION) 201

8.3.4 UK 201

8.3.4.1 Increase in focus on digitization 201

Scotts International. EU Vat number: PL 6772247784

tel. 0048 603 394 346 e-mail: support@scotts-international.com

www.scotts-international.com

TABLE 142	UK: METAVERSE MARKET, BY COMPONENT, 2018-2022 (USD MILLION)	201
TABLE 143	UK: METAVERSE MARKET, BY COMPONENT, 2023-2030 (USD MILLION)	201
8.3.5	GERMANY	202
8.3.5.1	Surge in adoption of new technologies in manufacturing sector	202
TABLE 144	GERMANY: METAVERSE MARKET, BY COMPONENT, 2018-2022 (USD MILLION)	202
TABLE 145	GERMANY: METAVERSE MARKET, BY COMPONENT, 2023-2030 (USD MILLION)	203
8.3.6	REST OF EUROPE	203
TABLE 146	REST OF EUROPE: METAVERSE MARKET, BY COMPONENT, 2018-2022 (USD MILLION)	203
TABLE 147	REST OF EUROPE: METAVERSE MARKET, BY COMPONENT, 2023-2030 (USD MILLION)	204
8.4	ASIA PACIFIC	204
8.4.1	ASIA PACIFIC: METAVERSE MARKET DRIVERS	205
8.4.2	ASIA PACIFIC: RECESSION IMPACT	205
8.4.3	REGULATIONS	205
FIGURE 45	ASIA PACIFIC: REGIONAL SNAPSHOT	206
TABLE 148	ASIA PACIFIC: METAVERSE MARKET, BY COMPONENT, 2018-2022 (USD MILLION)	207
TABLE 149	ASIA PACIFIC: METAVERSE MARKET, BY COMPONENT, 2023-2030 (USD MILLION)	207
TABLE 150	ASIA PACIFIC: METAVERSE HARDWARE MARKET, BY TYPE, 2018-2022 (USD MILLION)	207
TABLE 151	ASIA PACIFIC: METAVERSE HARDWARE MARKET, BY TYPE, 2023-2030 (USD MILLION)	207
TABLE 152	ASIA PACIFIC: METAVERSE SOFTWARE MARKET, BY TYPE, 2018-2022 (USD MILLION)	208
TABLE 153	ASIA PACIFIC: METAVERSE SOFTWARE MARKET, BY TYPE, 2023-2030 (USD MILLION)	208
TABLE 154	ASIA PACIFIC: METAVERSE PROFESSIONAL SERVICES MARKET, BY TYPE, 2018-2022 (USD MILLION)	208
TABLE 155	ASIA PACIFIC: METAVERSE PROFESSIONAL SERVICES MARKET, BY TYPE, 2023-2030 (USD MILLION)	209
TABLE 156	ASIA PACIFIC: METAVERSE MARKET, BY VERTICAL, 2018-2022 (USD MILLION)	209
TABLE 157	ASIA PACIFIC: METAVERSE MARKET, BY VERTICAL, 2023-2030 (USD MILLION)	209
TABLE 158	ASIA PACIFIC: METAVERSE MARKET IN CONSUMER VERTICAL, BY SUBVERTICAL, 2018-2022 (USD MILLION)	209
TABLE 159	ASIA PACIFIC: METAVERSE MARKET IN CONSUMER VERTICAL, BY SUBVERTICAL, 2023-2030 (USD MILLION)	210
TABLE 160	ASIA PACIFIC: METAVERSE MARKET IN COMMERCIAL VERTICAL, BY SUBVERTICAL, 2018-2022 (USD MILLION)	210
TABLE 161	ASIA PACIFIC: METAVERSE MARKET IN COMMERCIAL VERTICAL, BY SUBVERTICAL, 2023-2030 (USD MILLION)	210
TABLE 162	ASIA PACIFIC: METAVERSE MARKET, BY COUNTRY, 2018-2022 (USD MILLION)	210
TABLE 163	ASIA PACIFIC: METAVERSE MARKET, BY COUNTRY, 2023-2030 (USD MILLION)	211
8.4.4	CHINA	211
8.4.4.1	Rise in number of local players producing metaverse devices	211
TABLE 164	CHINA: METAVERSE MARKET, BY COMPONENT, 2018-2022 (USD MILLION)	212
TABLE 165	CHINA: METAVERSE MARKET, BY COMPONENT, 2023-2030 (USD MILLION)	212
8.4.5	JAPAN	212
8.4.5.1	Technology innovations and growing gaming market	212
TABLE 166	JAPAN: METAVERSE MARKET, BY COMPONENT, 2018-2022 (USD MILLION)	213
TABLE 167	JAPAN: METAVERSE MARKET, BY COMPONENT, 2023-2030 (USD MILLION)	213
8.4.6	SOUTH KOREA	213
8.4.6.1	Presence of tech giants, gaming industry, and government support	213
TABLE 168	SOUTH KOREA: METAVERSE MARKET, BY COMPONENT, 2018-2022 (USD MILLION)	214
TABLE 169	SOUTH KOREA: METAVERSE MARKET, BY COMPONENT, 2023-2030 (USD MILLION)	214
8.4.7	REST OF ASIA PACIFIC	214
TABLE 170	REST OF ASIA PACIFIC: METAVERSE MARKET, BY COMPONENT, 2018-2022 (USD MILLION)	215
TABLE 171	REST OF ASIA PACIFIC: METAVERSE MARKET, BY COMPONENT, 2023-2030 (USD MILLION)	215
8.5	MIDDLE EAST & AFRICA	215
8.5.1	MIDDLE EAST & AFRICA: METAVERSE MARKET DRIVERS	216

Scotts International. EU Vat number: PL 6772247784

tel. 0048 603 394 346 e-mail: support@scotts-international.com

www.scotts-international.com

8.5.2 MIDDLE EAST & AFRICA: RECESSION IMPACT 216

8.5.3 REGULATIONS 217

TABLE 172 MIDDLE EAST & AFRICA: METAVERSE MARKET, BY COMPONENT, 2018-2022 (USD MILLION) 217

TABLE 173 MIDDLE EAST & AFRICA: METAVERSE MARKET, BY COMPONENT, 2023-2030 (USD MILLION) 217

TABLE 174 MIDDLE EAST & AFRICA: METAVERSE HARDWARE MARKET, BY TYPE, 2018-2022 (USD MILLION) 217

TABLE 175 MIDDLE EAST & AFRICA: METAVERSE HARDWARE MARKET, BY TYPE, 2023-2030 (USD MILLION) 218

TABLE 176 MIDDLE EAST & AFRICA: METAVERSE SOFTWARE MARKET, BY TYPE, 2018-2022 (USD MILLION) 218

TABLE 177 MIDDLE EAST & AFRICA: METAVERSE SOFTWARE MARKET, BY TYPE, 2023-2030 (USD MILLION) 218

TABLE 178 MIDDLE EAST & AFRICA: METAVERSE PROFESSIONAL SERVICES MARKET, BY TYPE, 2018-2022 (USD MILLION) 219

TABLE 179 MIDDLE EAST & AFRICA: METAVERSE PROFESSIONAL SERVICES MARKET, BY TYPE, 2023-2030 (USD MILLION) 219

TABLE 180 MIDDLE EAST & AFRICA: METAVERSE MARKET, BY VERTICAL, 2018-2022 (USD MILLION) 219

TABLE 181 MIDDLE EAST & AFRICA: METAVERSE MARKET, BY VERTICAL, 2023-2030 (USD MILLION) 219

TABLE 182 MIDDLE EAST & AFRICA: METAVERSE MARKET IN CONSUMER VERTICAL, BY SUBVERTICAL, 2018-2022 (USD MILLION) 220

TABLE 183 MIDDLE EAST & AFRICA: METAVERSE MARKET IN CONSUMER VERTICAL, BY SUBVERTICAL, 2023-2030 (USD MILLION) 220

TABLE 184 MIDDLE EAST & AFRICA: METAVERSE MARKET IN COMMERCIAL VERTICAL, BY SUBVERTICAL, 2018-2022 (USD MILLION) 220

TABLE 185 MIDDLE EAST & AFRICA: METAVERSE MARKET IN COMMERCIAL VERTICAL, BY SUBVERTICAL, 2023-2030 (USD MILLION) 220

8.6 LATIN AMERICA 221

8.6.1 LATIN AMERICA: METAVERSE MARKET DRIVERS 221

8.6.2 LATIN AMERICA: RECESSION IMPACT 222

8.6.3 REGULATIONS 222

TABLE 186 LATIN AMERICA: METAVERSE MARKET, BY COMPONENT, 2018-2022 (USD MILLION) 222

TABLE 187 LATIN AMERICA: METAVERSE MARKET, BY COMPONENT, 2023-2030 (USD MILLION) 223

TABLE 188 LATIN AMERICA: METAVERSE HARDWARE MARKET, BY TYPE, 2018-2022 (USD MILLION) 223

TABLE 189 LATIN AMERICA: METAVERSE HARDWARE MARKET, BY TYPE, 2023-2030 (USD MILLION) 223

TABLE 190 LATIN AMERICA: METAVERSE SOFTWARE MARKET, BY TYPE, 2018-2022 (USD MILLION) 223

TABLE 191 LATIN AMERICA: METAVERSE SOFTWARE MARKET, BY TYPE, 2023-2030 (USD MILLION) 224

TABLE 192 LATIN AMERICA: METAVERSE PROFESSIONAL SERVICES MARKET, BY TYPE, 2018-2022 (USD MILLION) 224

TABLE 193 LATIN AMERICA: METAVERSE PROFESSIONAL SERVICES MARKET, BY TYPE, 2023-2030 (USD MILLION) 224

TABLE 194 LATIN AMERICA: METAVERSE MARKET, BY VERTICAL, 2018-2022 (USD MILLION) 225

TABLE 195 LATIN AMERICA: METAVERSE MARKET, BY VERTICAL, 2023-2030 (USD MILLION) 225

TABLE 196 LATIN AMERICA: METAVERSE MARKET IN CONSUMER VERTICAL, BY SUBVERTICAL, 2018-2022 (USD MILLION) 225

TABLE 197 LATIN AMERICA: METAVERSE MARKET IN CONSUMER VERTICAL, BY SUBVERTICAL, 2023-2030 (USD MILLION) 225

TABLE 198 LATIN AMERICA: METAVERSE MARKET IN COMMERCIAL VERTICAL, BY SUBVERTICAL, 2018-2022 (USD MILLION) 226

TABLE 199 LATIN AMERICA: METAVERSE MARKET IN COMMERCIAL VERTICAL, BY SUBVERTICAL, 2023-2030 (USD MILLION) 226

9 COMPETITIVE LANDSCAPE 227

9.1 OVERVIEW 227

9.2 STRATEGIES ADOPTED BY KEY PLAYERS 227

TABLE 200 STRATEGIES ADOPTED BY KEY METAVERSE MARKET VENDORS 227

9.2.1 PRODUCT PORTFOLIO 228

9.2.2 REGIONAL FOCUS 228

9.2.3 MANUFACTURING FOOTPRINT 228

9.2.4 ORGANIC/INORGANIC STRATEGIES 228

9.3 REVENUE ANALYSIS 229

Scotts International. EU Vat number: PL 6772247784

tel. 0048 603 394 346 e-mail: support@scotts-international.com

www.scotts-international.com

FIGURE 46	HISTORICAL FIVE-YEAR SEGMENTAL REVENUE ANALYSIS OF KEY METAVERSE PROVIDERS, 2018-2022 (USD MILLION)	229
TABLE 201	MAJOR AR COMPANIES	230
TABLE 202	MAJOR VR COMPANIES	231
TABLE 203	MAJOR MR COMPANIES	231
9.4	MARKET RANKING OF KEY PLAYERS	232
FIGURE 47	MARKET RANKING OF KEY METAVERSE PLAYERS, 2022	232
9.5	BRAND COMPARISON/VENDOR PRODUCT LANDSCAPE	233
TABLE 204	BRAND COMPARISON/VENDOR PRODUCT LANDSCAPE	233
9.6	GLOBAL SNAPSHOT OF KEY MARKET PARTICIPANTS	235
FIGURE 48	GLOBAL SNAPSHOT OF KEY METAVERSE MARKET PARTICIPANTS	235
9.7	COMPANY EVALUATION MATRIX FOR KEY PLAYERS	235
FIGURE 49	COMPANY EVALUATION MATRIX FOR KEY PLAYERS: CRITERIA WEIGHTAGE	236
9.7.1	STARS	236
9.7.2	EMERGING LEADERS	236
9.7.3	PERVASIVE PLAYERS	236
9.7.4	PARTICIPANTS	237
FIGURE 50	COMPANY EVALUATION MATRIX FOR KEY PLAYERS, 2022	237
9.7.5	KEY COMPANY FOOTPRINT	238
TABLE 205	KEY COMPANY REGIONAL FOOTPRINT	238
TABLE 206	KEY COMPANY COMPONENT FOOTPRINT	239
TABLE 207	OVERALL KEY COMPANY FOOTPRINT	240
9.8	COMPANY EVALUATION MATRIX FOR STARTUPS/SMES	242
FIGURE 51	COMPANY EVALUATION MATRIX FOR SMES/STARTUPS: CRITERIA WEIGHTAGE	242
9.8.1	COMPETITIVE BENCHMARKING FOR STARTUPS/SMES	242
TABLE 208	DETAILED LIST OF KEY STARTUPS/SMES	242
TABLE 209	COMPANY FOOTPRINT FOR STARTUPS/SMES, BY REGION	243
9.9	VALUATION AND FINANCIAL METRICS OF METAVERSE VENDORS	243
FIGURE 52	VALUATION AND FINANCIAL METRICS OF METAVERSE VENDORS	243
9.10	COMPETITIVE SCENARIO	243
9.10.1	PRODUCT LAUNCHES AND PRODUCT ENHANCEMENTS	243
TABLE 210	METAVERSE MARKET: PRODUCT LAUNCHES AND ENHANCEMENTS, FEBRUARY 2020-AUGUST 2023	243
9.10.2	DEALS	253
TABLE 211	METAVERSE MARKET: DEALS, JANUARY 2020-SEPTEMBER 2023	254

Metaverse Market by Component (Hardware (AR Devices, VR Devices, MR Devices), Software, Professional Services), Vertical (Consumer, Commercial, Industrial Manufacturing), & Region(North America, APAC, Europe,MEA, Latin America) - Global Forecast to 2030

Market Report | 2023-10-06 | 350 pages | MarketsandMarkets

To place an Order with Scotts International:

- ☐ - Print this form
- ☐ - Complete the relevant blank fields and sign
- ☐ - Send as a scanned email to support@scotts-international.com

ORDER FORM:

Select license	License	Price
	Single User	\$4950.00
	Multi User	\$6650.00
	Corporate License	\$8150.00
	Enterprise Site License	\$10000.00
		VAT
		Total

*Please circle the relevant license option. For any questions please contact support@scotts-international.com or 0048 603 394 346.

** VAT will be added at 23% for Polish based companies, individuals and EU based companies who are unable to provide a valid EU Vat Numbers.

Email*	<input type="text"/>	Phone*	<input type="text"/>
First Name*	<input type="text"/>	Last Name*	<input type="text"/>
Job title*	<input type="text"/>		
Company Name*	<input type="text"/>	EU Vat / Tax ID / NIP number*	<input type="text"/>
Address*	<input type="text"/>	City*	<input type="text"/>

Scotts International. EU Vat number: PL 6772247784

tel. 0048 603 394 346 e-mail: support@scotts-international.com

www.scotts-international.com

Zip Code*

Country*

Date

Signature